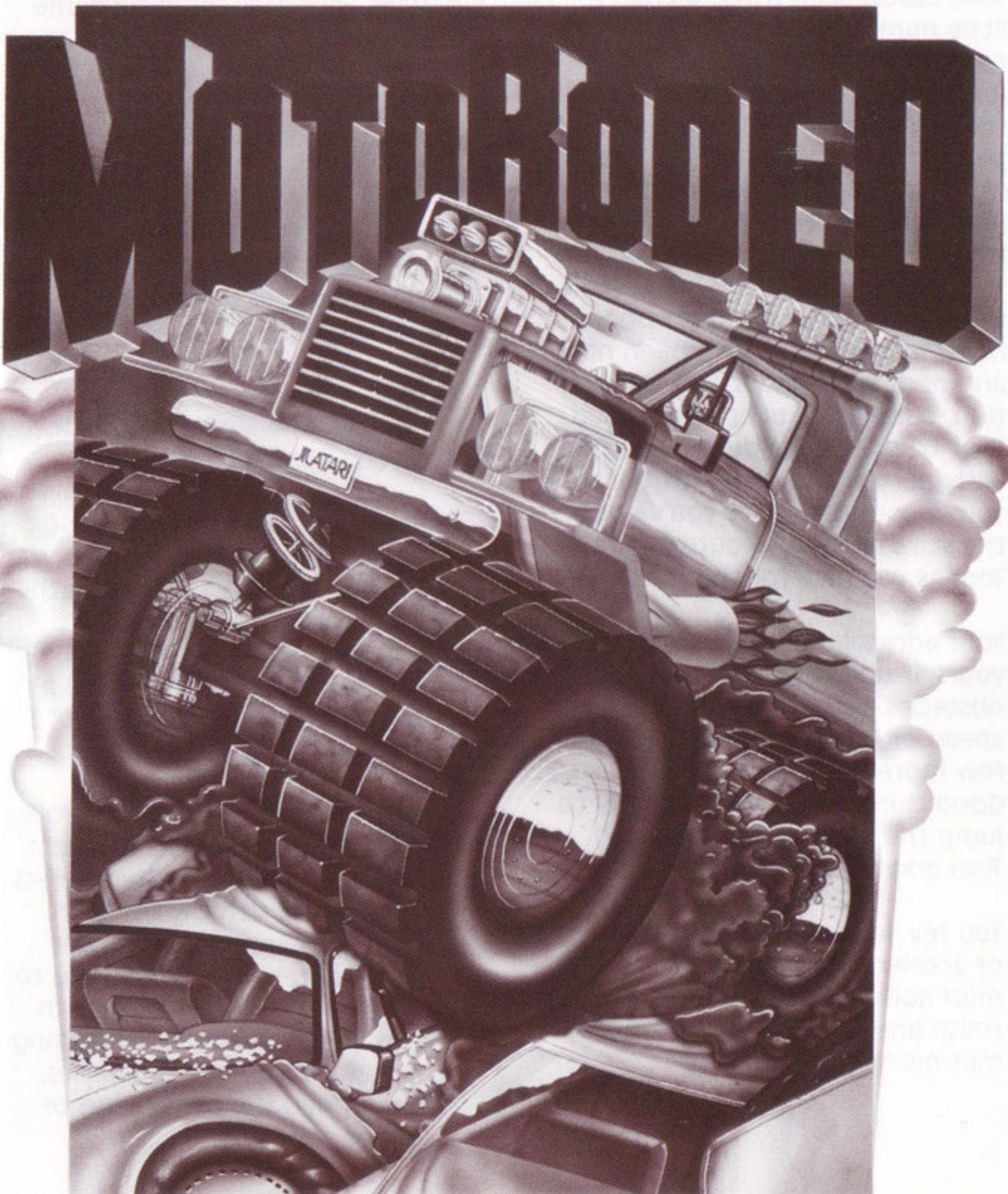


# ATARI® 2600® Game Manual



You're second in the grueling competition of an all-day MotoRodeo. Your customized truck, a cherry little number, speeds through the dangerous obstacle course. You quickly break through a brick wall, rumble through a muddy ditch, and jump high into the air. You grin widely as you land on a Plymouth, crushing it beneath the weight of your monster truck.

Up till now, you and your opponent, Trucker Tom, have been neck and neck throughout the competition, but you've just pulled ahead. Your truck paid its dues during the early part of the competition, but you're confident that you've got the skills needed to outmaneuver Tom as you race for the finish line.

Your adrenalin pounds. You psych yourself up for the few remaining obstacles. You're only slightly ahead of Tom, but there are still a few more walls and cars to crush. Good thing you learned quickly to jump the mud which is slowing Tom down.

You rev your engine, add a burst of acceleration, and jump the last mud hole as you race for the finish line. Trucker Tom has finally met his match!

## Getting Started

1. With your 2600 (or 7800) game system switched off, insert the MotoRodeo cartridge into the cartridge slot as explained in your owner's manual.
2. Plug a controller into the left port for a one-player game. Plug another controller into the right port for a two-player game.
3. Switch on your TV and game console. The MotoRodeo title screen appears.
4. Select between point scoring and timing. Move the left player difficulty setting switch on the game system to position A for point scoring and to position B for timing. If you are in timing mode, the first player to cross the finish line wins.
5. Move each connected controller forward or backward to select player or computer. Then select the type of vehicle, truck or blazer, equipped with either tires or trax. Tires allows you to go over obstacles easier. With trax you bounce higher, making it easier to fly over obstacles. Then press the fire button of either controller.

# Keep On Truckin'!

6. The second selection screen offers either competition or practice.

**Competition.** You play against another player or the computer. A competition includes all obstacles. Move the controller forward or backward to highlight Easy, Medium, or Hard and press the fire button to begin the competition.

**Practice.** Move the controller forward or backward to highlight Jump, Platform, Car Crush, Wall, Spring, Ramp, Mud, or Spin. Press the fire button to begin a practice run of the obstacle you selected.

## Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game on a 7800 game system, press **PAUSE**. Repeat to resume play. There is no pause option when you play MotoRodeo on a 2600 game system.

- To return to the opening screen and restart the game with the currently selected options, press **RESET**.

## Playing the Game

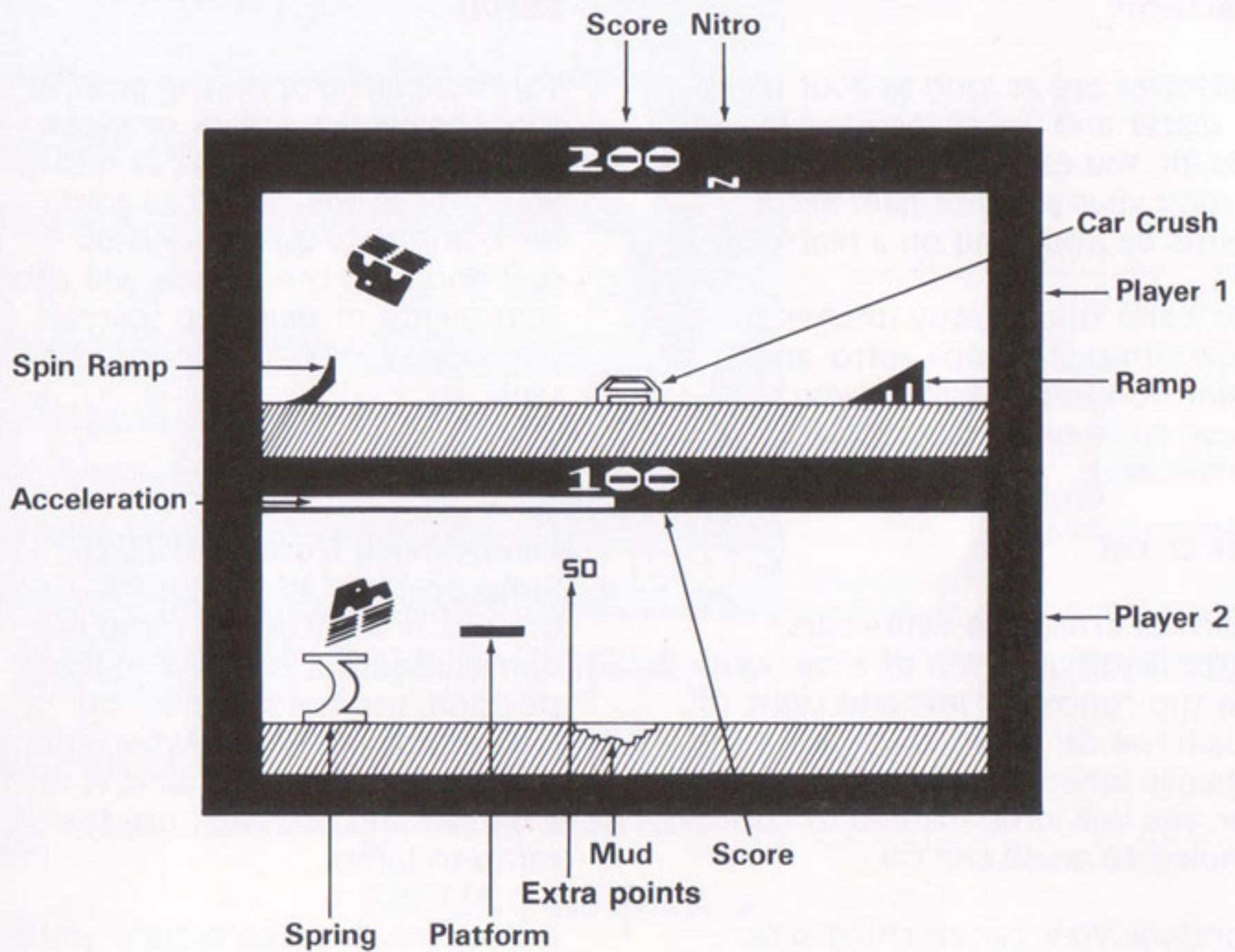
MotoRodeo is a multi-obstacle, split screen trucking extravaganza. When you compete against an opponent or the computer, each obstacle you encounter requires speed, timing, and maneuvering skill. So, before you enter the competition, practice maneuvering through each of the eight obstacles.

## Controls

Use the fire button and controller to speed up and maneuver your truck or blazer.

Press the fire button to accelerate. If you picked up a nitro unit (an N), tap the directional control forward to use the nitro for a quick burst of extra acceleration and a small jump.

Wriggle the directional control right and left to move quickly through muddy bogs.



Move the directional control left or right to control spin while you jump. Move the directional control right for clockwise and left for counterclockwise.

Move the directional control backward to do a wheelie if you are on flat ground.

## Practice

Use the practice sessions to gain experience with each obstacle you'll find during the competition runs. You gain points during each practice run.

## Jump

Learn to jump and control your truck or blazer in the air. Landing upright gains extra points. Practice racing up a short triangular ramp as you learn to jump and land.

During this practice session you'll find some mud to plow through, jumps to make, nitro to get, and 50 point bonuses to earn.

## **Platform**

Platforms are as long as your truck or blazer and are suspended in mid-air. You can use platforms to extend your jump or gain extra points by bouncing on a platform.

You'll also find muddy ditches to plow through, jumps, nitro, and 50 point bonuses to earn as you move from one practice platform to the next.

## **Car Crush**

Learn to crush the white cars. After landing on top of a car, wriggle the controller left and right to crush the car again. If you do a wheelie when starting to crush a car, you will jump instead of continuing to crush the car.

Combine your car crushing skills with your abilities to drive through mud, use platforms, pick up nitro, and earn 50 point bonuses.

## **Wall**

Ram the wall to knock it down. You may have to hit the wall a few times to knock it down. The faster you drive, the faster you will knock down the wall. If you are doing a wheelie and driving fast when you hit a wall, you will knock down the wall and jump.

Besides breaking down walls, you will also need to make daring jumps, use suspended platforms, collect nitro, and grab bonus points.

## **Spring**

This is a platform on the ground that throws your truck or blazer into the air as you drive across it. You can use the spring to gain nitro and fifty point bonuses suspended in the air. You will also find plenty of mud and several platforms to help you hone your skills.

## **Ramp**

Ramps move from verticle, to jump position, to flat on the ground. If vertical, the ramp is a barrier. Knock it down! If in jump position, use the ramp as you would a regular jump. When the ramp is flat on the ground, it isn't a barrier and you can't use the ramp to jump.

During this practice session you'll find ramps and platforms to use, walls to break down, nitro to collect, and bonus points to earn.

## **Mud**

Learn to jump or quickly maneuver your truck or blazer through muddy bogs by wriggling the controller left and right.

Besides mud, you will find jumps, walls, platforms, springs, nitro, and bonus points to challenge even the best driver.

## Spin

This ramp is fixed in a curve. When you hit this ramp it spins your truck or blazer into the air and into a spin. This is another obstacle you'll need to learn how to control if you expect to win a competition.

During this practice session you will find spin ramps, cars to crush, walls to break down, mud to drive through, nitro to collect, and bonus points to earn.

## Competition

Once you have mastered the skills needed to complete the obstacle course, you are ready to go head-to-head against an opponent. Com-

pete against a friend or the computer. The goal of the competition is to outscore the other driver. Collect points as you drive through the course. But don't take too much time! A bonus awaits the first driver to cross the finish line.

## Strategy

Do a wheelie when you hit an obstacle. You will fly a little higher and further.

Only use nitro when you are on the ground and in an upright position.

Wriggle the controller left and right to get out of the mud faster.

## Scoring

Landing upright and flat from a jump	5
Each time you hit a wall	10
Each time you crush a car	20
Bouncing on trucks tires on the platform	25
Jumping to a collapsing ramp	25
Touching 50 on the screen	50
Finishing the track first	100



Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Atari®, the Atari logo, MotoRodeo™, 2600®, and 7800™ are trademarks or registered trademarks of Atari Corporation.

Copyright © 1990, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

Printed in Hong Kong. C300016-171 Rev. A